COGENT ROLEPLAY

CHEAT SHEET

CHSH.1 – Challenge Level (CL) Difficulty Scale:

PROBABILITY TABLE	1D	2D	3D	4D	5D	6D	7D	8D	9D	10D
CL 1 - COMMON TASK	50%	75%	88%	94%	97%	98%	99.0%	99.6%	99.8%	99.9%
CL 2 - UNCOMMON TASK		25%	50%	69%	81%	89%	94%	96%	98%	99%
CL 3 - SPECIALIZED TASK			12.5%	31%	50%	66%	77%	85%	91%	95%
CL 4 - DIFFICULT TASK				6%	19%	34%	50%	64%	75%	83%
CL 5 - EXTREMELY DIFFICULT					3%	11%	27%	36%	50%	62%
CL 6 - UNREALISTIC						1.5%	6.0%	14%	25%	38%
CL 7 - VIRTUALLY IMPOSSIBLE							0.75%	3.5%	9%	17%
CL 8 - INCONCEIVABLE								0.4%	2%	5%

CHSH.2 – Active/Passive Notes:

ACTIVE CONFLICTS:
If dice rolls are equal, must be re-rolled
Examples of 'Active Conflicts': *Arm wrestle, combat, foot race, battle of wits, bartering with a shopkeeper etc.*

PASSIVE CONFLICTS (Action VS. Perception):
If dice rolls are equal, the passive is the victor (the one using perception)
Examples of 'Passive Conflicts': *Lying to someone, sneaking up behind a guard, seducing someone, pick-pocketing etc.*

CHSH.3 – Disabling Characteristics:

1	Missing a Bodily Extremity	**6**	Extreme Prejudice	**11**	Very Forgetful	**16**	Delusion
2	Feeble	**7**	Compulsive Liar	**12**	Paraphilia	**17**	Imperceptive
3	Heavy	**8**	Kleptomaniac	**13**	Overconfident	**18**	Gullible
4	Dim-Witted	**9**	Paranoia	**14**	Incapable of Lying	**19**	Impressionable
5	Phobia	**10**	Over-Emotional	**15**	Addiction	**20**	People-Pleaser

CHSH.4 – Commerce Scale:

	EXAMPLE ITEM VALUE		EXAMPLE LEVELS OF AFFLUENCE
1	A meal, simple pants, bottle of rum, night at an inn, a video game, rope/camping gear	**1**	Pauper/Homeless
2	An extravagant night out, an adequate weapon, common livestock, shack	**2**	Commoner
3	A well-crafted weapon, a basic horse/car/vehicle, average armor, a small building	**3**	Tradesperson/craftsman
4	A very fancy horse/vehicle, home, extravagant weapon, full plate armor, bodyguards	**4**	Well off, higher income
5	A mansion, yacht, jet, estate, small army, established business, patent of nobility, WMD	**5**	Wealthy, successful merchant
6	A castle/skyscraper, enterprise level company, large army, a town, carrier starship	**6**	Rich, CEO
7	Metropolis, armada, small country	**7**	Magnate/Tycoon, Captain of Industry
8	Kingdom, nation, established planet (sci-fi)	**8**	Owner of a powerful nation

Purchasing an item/service **equivalent** to your level of affluence will **subtract/cost 2 commerce points (CP)**
Purchasing an item/service equivalent to **1** point **less than** your level of affluence will **subtract/cost 1 CP**
Purchasing an item/service equivalent to **2 points under** or **less** than your level of affluence will **not remove any**

CHSH.5 – Victory Levels:

LEVEL 1 VICTORY	LEVEL 2 VICTORY	LEVEL 3 VICTORY	LEVEL 4 VICTORY	LEVEL 5 VICTORY
Minor Injury -1d permanently to all physical based dice checks. can be negated by strength or armor **Close Combat** Enter into close combat	**Medium Injury** -2d permanently to all physical based dice checks. can be reduced by strength or armor **Disarm** Hand-wielded weapon disarmed **Any Lower Outcome**	**Serious Injury** -3d permanently to all physical based dice checks. can be reduced by strength or armor **Trip** Opponent becomes prone to attack **Any Lower Outcome**	**Fatal Injury** -4d permanently to all physical based dice checks. can be reduced by strength or armor **Dismember** Arm, leg or other bodily extremity is injured beyond repair or removed entirely **Any Lower Outcome**	**Death Blow** Instant Kill unless the level of injury is reduced by strength or armor **Any Lower Outcome**

CHSH.6 – Combat Priority Guide:

Pre-Combat – Priority established
Those with equal REF roll a D6 until a winner is selected to be the priority for that conflict

Declaration
Lowest REF Declares first Highest REF Declares last

Performance
Highest REF Performs first, Lowest REF Performs last

CHSH.7 – Armor Guide

1 Armor Point	Leather armor Gambeson (padded) Chain shirt (hauberk)
2 Armor Points (-1d to combat roll)	Breastplate Full Chainmail Shield
4 Armor Points (-2d to combat roll)	Full plate armor Heavy Tech Armor

CHSH.8 – Weapon Modifiers

UNARMED	-	**-1D6** unless wearing hand protection
RANGED	bows, crossbows etc.	**+2D6** at range **-3D6** in melee
SML WPN	Daggers, Hatchets, Shortsword etc.	-
MED WPM	Arming sword, Battle axe, Warhammer etc.	**+1D6**
LRG WPN	Longsword, two-handed axe, short poleaxe etc.	**+2D6**
REACH WPN	spear, Halberd, Greatsword, long poleaxe etc.	**+3D6**
HAND BLSTC	Handguns, hand SMGs etc.	**+2D6** at range **-3D6** in melee
SHOULDER BLSTC	Rifles, shoulder stocked SMGs, fully automatic rifles etc.	**+4D6** at range **-4D6** in melee
HEAVY BLSTC	Bazookas, heavy machine guns, miniguns etc.	**+6D6** at range Cannot use in melee

CHSH.9 – Combat Modifiers

DUAL WIELDING	**+2D6** - Small secondary weapon **+1D6** - Medium secondary weapon
CLOSE COMBAT	**+4D6** to Disarm Attempts Armor points unable to be used
HIGH GROUND	**+2D6**
FLANKING	**+2D6**
STAGGERED	**-2D6** (one round)
OFF-GUARD	CL in lieu of Defense roll
LYING DOWN / PRONE	**-4D6**
CHARGE	**+1D6**
BRACE	**+2 WINS** against charging opponents
UNEQUAL EQUIPMENT	Narrator may apply modifier
DISTANCE	Narrator may apply modifier
INCAPACITATED	**CL1** required the inflict **any** victory level

CHSH.10 – Ballistics Modifiers

	Stationary*	Stationary up to 50% cover	Stationary up to 90% cover	Moving Target**, Human speed	Moving Target**, Car speed
Adjacent	**1**	Any target under these conditions is not considered adjacent			
Close Range 5 to 10 meters	**2**	**4**	**6**	**4**	**8**
Medium Range 10 to 50 Meters	**4**	**6**	**8**	**6**	**8**
Long Range 50 to 100 Meters	**6**	**10**	**14**	**8**	**10**
Sniper Range 100 meters to a kilometer Sniper range can only be attempted if the weapon has a scope. These CL's are doubled if one of the following conditions are not met 1. You don't have at least one proficiency in sniper. 2. You are not kneeling or lying down.	**6**	**10**	**14**	**8**	**10**

* walking is considered stationary
** If the target is moving towards or away from you it is considered stationary.
If the target is moving and they have cover the CL's are added together